



Substitute Form PTO-1449 (Modified)	U.S. Department of Commerce Patent and Trademark Office	Attorney's Docket No. 10559-580001	Application No. 09/982,475
Information Disclosure Statement by Applicant (Use several sheets if necessary) (37 CFR §1.98(b))		Applicant Adam T. Lake, et al.	
		Filing Date October 17, 2001	Group Art Unit 2676

U.S. Patent Documents							
Examiner Initial	Desig. ID	Document Number	Publication Date	Patentee	Class	Subclass	Filing Date If Appropriate
J.F.C.	AA	US 4,600,919	07/15/1986	Stern			
	AB	US 6,057,859	05/02/2000	Handelman et al.			
	AC	US 6,337,880	01/08/2002	Cornog et al.			
	AD	US 6,388,670	05/14/2002	Naka et al.			
	AE	US 5,731,819	03/24/1998	Gagne et al.			
	AF	US 5,124,914	06/23/92	Grangeat			
	AG	US 5,163,126	11/10/92	Einkauf et al.			
J.F.C.	AH	US 6,208,347	03/27/01	Migdal			

Foreign Patent Documents or Published Foreign Patent Applications								
Examiner Initial	Desig. ID	Document Number	Publication Date	Country or Patent Office	Class	Subclass	Translation	
							Yes	No
	AI							
	AJ							
	AK							
	AL							
	AM							

Other Documents (include Author, Title, Date, and Place of Publication)		
Examiner Initial	Desig. ID	Document
J.F.C.	AN	Foley et al., "Computer graphics: principal and practice" Addison-Wesley Publishing Company, 1060-1064, Reading, MA 1996
	AO	Hoppe, "Progressive Meshes" Microsoft Research, 99-108, http://www.research.microsoft.com/research/graphics/hoppe/
	AP	Popovic "Progressive Simplicial Complexes" Microsoft Research, http://www.research.microsoft.com/~hoppe/
	AQ	Hoppe "Efficient Implementation of progressive meshes" Coput. & Graphics Vol. 22, No. 1, pp. 27-36, 1998.
	AR	Taubin et al., "Progressive Forest Spilt Compression" IBM T.J. Watson Research Center, Yorktown Heights, NY
	AS	Cohen-Or et al., "Progressive Compression of Arbitrary Triangular Meshes" Computer Science Department, School of Mathematical Sciences, Tel Aviv, Israel
J.F.C.	AT	Bajaj et al., "Progressive Compression and Transmission of Arbitrary Triangular Meshes" Department of Computer Sciences, University of Texas at Austin, Austin, TX

Examiner Signature <i>J.F. Cunningham</i>	Date Considered 6/25/04
EXAMINER: Initials citation considered. Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to applicant.	

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Other Documents (include Author, Title, Date, and Place of Publication)		
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J.F.C.	AU	Pajarola et al., "Compressed Progressive Meshes" Graphics, Visualization & Usability Center, College of Computing, Georgia Institute of Technology, January 1999
	AV	Alliez et al., "Progressive Compression for Lossless Transmission of Triangle Meshes" University of Southern California, Los Angeles, CA, 195-202
	AW	Chow "Optimized Geometry Compression for Real-time Rendering" Massachusetts Institute of Technology, Proceedings Visualization 1997, October 19-24, 1997, Phoenix, AZ, 347-354
	AX	Markosian "Real-Time Nonphotorealistic Rendering" Brown University site of the NSF Science and Technology Center for Computer Graphics and Scientific Visualization, Providence, RI
	AY	Elber "Line Art Rendering via a Coverage of Isoperimetric Curves, IEEE Transactions on Visualization and Computer Graphics, Vol. 1, Department of Computer Science, Technion, Israel Institute of Technology, Haifa, Israel, September 1995
	AZ	Zelevnik et al., "SKETCH: An Interface for Sketching 3D Scenes" Brown University site of the NSF Science and Technology Center for Computer Graphics and Scientific Visualization, 1996
	AAA	Landsdown et al., "Expressive Rendering: A Review of Nonphotorealistic Techniques" IEEE Computer graphics and Applications, 29-37, 1995
	ABB	Raskar "Image Precision Silhouette Edges" University of North Carolina at Chapel Hill, Microsoft Research, 1999 Symposium on Interactive 3D Graphics Atlanta, GA, 135-231, 1999
	ACC	Ma et al., "Extracting Feature Lines for 3D Unstructured Grids" Institute for Computer Applications in Science and Engineering (ICASE), NASA Langley Research Center, Hampton, VA, IEEE, 1997
	ADD	Lewis "Pose Space Deformation: A Unified Approach to Shape Interpolation and Skeleton-Driven Deformation" Centropolis, New Orleans, LA, 165-172
	AEE	Lasseeter "Principles of Traditional Animation Applied to 3D Computer Animation" Pixar, San Rafael, California, 1987
	AFF	Thomas (Contributor) et al., "The Illusion of Life: Disney Animation" 47-51
J.F.C.	AGG	

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